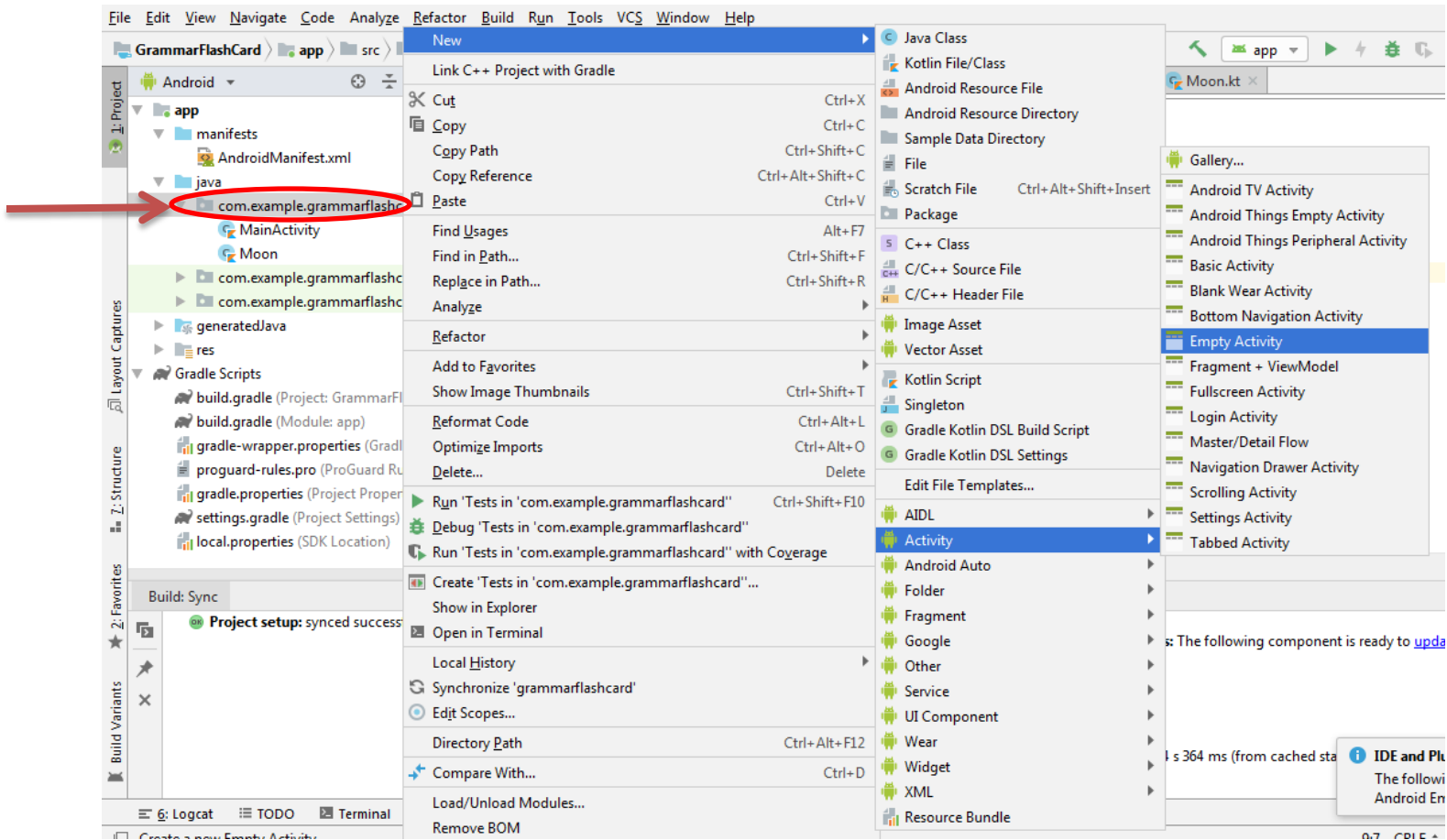


## Create New Activity Screen

- 1- In this Exercise you are going to create a simple educational application. (Free to choose any topic)
- 2- Open the Android studio software.
- 3- Open a new project, (**File**→ **New**→ **New Project**)
- 4- Select the **Basic Activity**.
- 5- Set the project name , location, and select Kotlin language.
- 6- Customize the color of **status bar** to **Black** and **toolbar** to **Red** color. (Res→ Layout→Color)
- 7- From palette panel, add a button, Text view and imageview.
- 8- In the main page of the app, for the **Textview**, from the attribute panel, write '**Let's start the tutorial together**' into the **text** box.
- 9- Assign an ID for the button and name it '**Start**'.
- 10- Create a new activity screen. (**Java**→**Right click on first subfolder**→**new**→**Activity**→**Empty Activity**→ name it for example Act2 )



11- Your app may contain 3 screens, one for the main page, and the rest for lecture contents.

| Screen 1→Main Page     | Screen 2→Topics  | Screen 3→Lecture1                                       |
|------------------------|------------------|---|
| Pic through imageview  | Lecture 1 button | Shows information using image and text for each lecture |
| Brief info in Textview | Lecture 2 button |   |
| Start Button           |                  |   |

12- In the new created activity (Act2) screen, add a Textview and imageview and then add the essential information along with a picture.

13- Go to the **MainActivity** file and write a code to show your course materials .

**Hint Code**

```
Button_ID.setOnClickListener() → When user click the button
{
  Val.intent=Intent(this,Act2::class.java)
  startActivity(intent)
}
```

} → Open the new created screen (Act2)

**Sample Educational APP for ASTRONOMY**

